

### **LISTING OF CLAIMS**

Claim 1 (previously amended) - A method for gaming, the steps including:

enabling a gaming device upon receipt of a wager,

evoking chance means to produce a plurality of indicia to be used in a plurality of concurrent games said indicia combining to produce an outcome for each said concurrent game, at least one of said plurality of concurrent games having an ultimate winning outcome and a plurality of intermediate winning outcomes,

displaying said indicia in said plurality of concurrent games,

comparing each said outcome for each said concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of concurrent games if any of said outcomes matches said ultimate winning outcome,

determining whether, if none of said outcomes matches said ultimate winning outcome, any of said outcomes matches any of said plurality of intermediate winning outcomes in any of said plurality of concurrent games,

awarding credits if any of said outcomes matches any of said plurality of intermediate winning outcomes,

continuing to evoke chance means to produce subsequent pluralities of indicia until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and

saving a current set of said outcomes and said subsequent outcomes on an encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 (original) - The method of claim 1 further including the step of producing randomly-generated numbers corresponding to a randomly-numbered playfield oriented in a row-and-column (RXC) matrix, and wherein said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Claim 3 (previously amended) - The method of claim 2 further including the step of awarding a player for matching a subset of the numbers in said randomly-numbered playfield to said randomly-generated numbers if said ultimate winning outcome is not attained.

Claim 4 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the step of awarding credits.

Claim 5 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the step of awarding a plurality of complimentary items other than credits.

Claim 6 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the step of engaging in a subsequent gaming event.

Claim 7 (original) - The method of claim 1 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 8 (cancelled)

Claim 9 (original) - The method of claim 7 including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 10 (original) - The method of claim 2 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 11 (original) - The method of claim 10 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a payable for matches between said selected subset of outcomes and said generated outcomes.

Claim 12 (original) - The method of claim 10 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 13 (original) - The method of claim 3 further including the step of configuring said subsequent event to include the steps of:

awarding credits, and

engaging in a subsequent gaming event.

Claim 14 (original) - The method of claim 13 further including the step of configuring said subsequent gaming event to include the steps of:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing said selected subset of outcomes with said generated outcomes, and

awarding credits according to a paytable for matches between said selected subset of outcomes and said generated outcomes.

Claim 15 (original) - The method of claim 13 further including the step of configuring said subsequent gaming event to include the step of simulating a racing event.

Claim 16 (original) - The method of claim 3 wherein only a single player is involved.

Claim 17 (original) - The method of claim 3 wherein a plurality of players may participate in concurrent gaming sessions in competition with each other.

Claim 18 (original) - The method of claim 2 further including the step of forming said RXC matrix as a three dimensional array.

Claim 19 (previously amended) - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, said processor including and activating random output means, said random output means generating indicia, said indicia combining to produce a plurality of outcomes, appearing on said display, applicable to a plurality of concurrent games,

means for comparing each of said plurality of outcomes to a set of winning outcomes for each of said plurality of concurrent games, said set of winning outcomes including, for at least one of said plurality of concurrent games, an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes on any of said plurality of concurrent games, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes,  
and

saving means to store the state of play on an encoded moveable media,  
including means to dispense said encoded moveable media for use at a later time.

Claim 20 (previously amended) - A method for gaming, the steps including:

enabling a gaming device upon receipt of a wager;

evoking chance means to produce indicia, said indicia combining to  
produce a plurality of outcomes to be used in a plurality of concurrent games, at  
least one of said plurality of concurrent games having an ultimate winning  
outcome and a plurality of intermediate winning outcomes,

displaying said plurality of outcomes in said plurality of concurrent  
games,

comparing each of said plurality of outcomes for each of said plurality  
of concurrent games to said ultimate winning outcome,

triggering an event subsequent to said plurality of concurrent games if  
any of said plurality of outcomes matches said ultimate winning outcome, wherein  
said subsequent event comprises:

awarding credits, and

engaging in a subsequent gaming event, wherein said  
subsequent gaming event comprises:

allowing a player to independently select a subset of  
outcomes from a set of possible outcomes,

generating outcomes,  
comparing said selected subset of outcomes with said  
generated outcomes, and  
awarding credits according to a payable for matches  
between said selected subset of outcomes and said generated outcomes;  
determining whether, if none of said plurality of outcomes matches  
said ultimate winning outcome, any of said plurality of outcomes matches any of  
said plurality of intermediate winning outcomes;  
awarding credits if any of said plurality of outcomes matches any of  
said plurality of intermediate winning outcomes;  
continuing to evoke the chance means to produce subsequent  
pluralities of outcomes until said ultimate winning outcome is produced or until  
said subsequent outcomes are no longer possible; and  
saving a current set of said outcomes and said subsequent outcomes on  
encoded moveable media, said encoded moveable media dispensed to the player for  
later use.

Claim 21 (original) - The method of claim 7 further including the step of  
configuring said subsequent gaming event as Keno.

Claims 22-25 (cancelled)